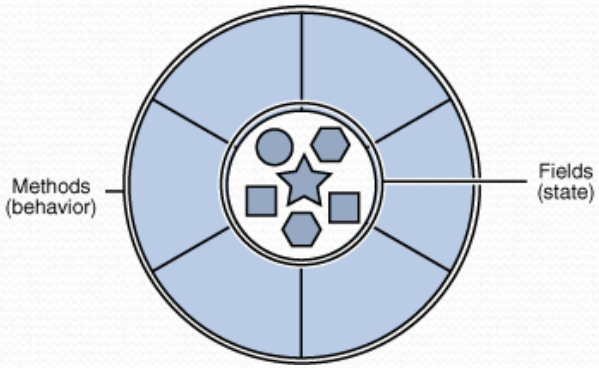
Strings

reading: 3.3

Objects

- **object:** An entity that contains data and behavior.
  - *data*: variables inside the object
  - *behavior*: methods inside the object
    - You interact with the methods; the data is hidden in the object.
    - A **class** is a *type* of objects.



- Constructing (creating) an object:

```
Type objectName = new Type(parameters);
```

- Calling an object's method:

```
objectName.methodName(parameters);
```

Strings

- **string**: An object storing a sequence of text characters.
  - Unlike most other objects, a `String` is not created with `new`.

```
String name = "text";
String name = expression (with String value);
```

  - Examples:

```
String names = "Alice and Bob";
int x = 3;
int y = 5;
String point = "(" + x + ", " + y + ")";
```

Indexes

- Characters of a string are numbered with 0-based *indexes*:

```
String name = "M. Mouse";
```

index	0	1	2	3	4	5	6	7
character	M	.		M	o	u	s	e

  - First character's index : 0
  - Last character's index : 1 less than the string's length

  - The individual characters are values of type `char` (seen later)

`String` methods

Method name	Description
`indexOf(`**`str`**`)`	index where the start of the given string appears in this string (-1 if not found)
`length()`	number of characters in this string
`substring(`**`index1`**`, `**`index2`**`)` or `substring(`**`index1`**`)`	the characters in this string from *index1* (inclusive) to *index2* (exclusive); if *index2* is omitted, grabs till end of string
`toLowerCase()`	a new string with all lowercase letters
`toUpperCase()`	a new string with all uppercase letters

- These methods are called using the dot notation:

```
String starz = "Prince vs. Michael";
System.out.println(starz.length());   // 18
```

`String` method examples

```
// index      012345678901
String s1 = "Stuart Reges";
String s2 = "Marty Stepp";

System.out.println(s1.length());          // 12
System.out.println(s1.indexOf("e"));      // 8
System.out.println(s1.substring(7, 10)); // "Reg"

String s3 = s2.substring(1, 7);
System.out.println(s3.toLowerCase());     // "arty s"
```

- Given the following string:

```
// index        012345678901234567890
String book = "Building Java Programs";
```

  - How would you extract the word `"Java"` ?

Modifying strings

- Methods like `substring` and `toLowerCase` build and return a new string, rather than modifying the current string.

```
String s = "Mumford & Sons";
s.toUpperCase();
System.out.println(s);    // Mumford & Sons
```

- To modify a variable's value, you must reassign it:

```
String s = "Mumford & Sons";
s = s.toUpperCase();
System.out.println(s);    // MUMFORD & SONS
```

Strings as user input

- `Scanner`'s `next` method reads a word of input as a `String`.

```
Scanner console = new Scanner(System.in);
System.out.print("What is your name? ");
String name = console.next();
name = name.toUpperCase();
System.out.println(name + " has " + name.length() +
    " letters and starts with " + name.substring(0, 1));
```

Output:

```
What is your name? Bono
BONO has 4 letters and starts with B
```

- The `nextLine` method reads a line of input as a `String`.

```
System.out.print("What is your address? ");
String address = console.nextLine();
```

Name border

HELENE
HELEN
HELE
HEL
HE
H
HE
HEL
HELE
HELEN
HELENE
MARTIN
MARTI
MART
MAR
MA
M
MA
MAR
MART
MARTI
MARTIN

- Prompt the user for full name
- Draw out the pattern to the left
- This should be resizable. Size 1 is shown and size 2 would have the first name twice followed by last name twice

Strings question

- Write a program that outputs "The Name Game" with a person's first and last name.

Example Output:

```
What is your name? James Joyce

James, James, bo-bames
Banana-fana fo-fames
Fee-fi-mo-mames
JAMES!

Joyce, Joyce, bo-boyce
Banana-fana fo-foyce
Fee-fi-mo-moyce
JOYCE!
```

Strings answer

```
// This program prints "The Name Game".
import java.util.*;

public class TheNameGame {
    public static void main(String[] args) {
        Scanner console = new Scanner(System.in);
        System.out.print("What is your name? ");
        String name = console.nextLine();

        int spaceIndex = name.indexOf(" ");
        String firstName = name.substring(0, spaceIndex);
        String lastName = name.substring(spaceIndex + 1);

        singSong(firstName);
        singSong(lastName);
    }
```

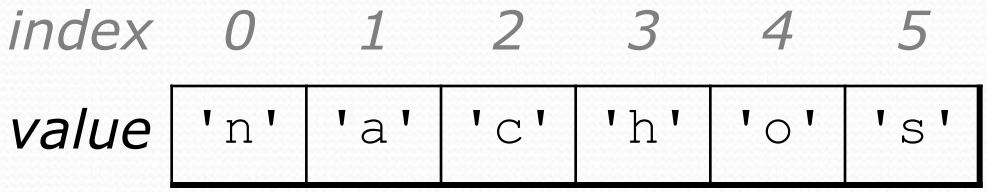
Strings answer (cont.)

```
 public static void singSong(String name) {
        System.out.println();
        String allButLast = name.substring(1);
        System.out.println(name + ", " + name + ", bo-b" + allButLast);
        System.out.println("Banana-fana fo-f" + allButLast);
        System.out.println("Fee-fi-mo-m" + allButLast);
        System.out.println(name.toUpperCase() + "!");
    }
}
```

Type `char`

- **`char`** : A primitive type representing single characters.
  - A `String` is stored internally as an array of `char`

```
String s = "nachos";
```



  - It is legal to have variables, parameters, returns of type `char`
    - surrounded with apostrophes: `'a'` or `'4'` or `'\n'` or `'\''`

```
char initial = 'J';
System.out.println(initial);              // J
System.out.println(initial + " Joyce");   // J Joyce
```

The `charAt` method

- The `char`s in a `String` can be accessed using the `charAt` method.
  - accepts an `int` index parameter and returns the `char` at that index

```
String food = "cookie";
char firstLetter = food.charAt(0);    // 'c'
System.out.println(firstLetter + " is for " + food);
```

- You can use a `for` loop to print or examine each character.

```
String major = "CSE";
for (int i = 0; i < major.length(); i++) {     // output:
    char c = major.charAt(i);                  // C
    System.out.println(c);                     // S
}                                              // E
```